


Main Natural Menus

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Main Menu

When you invoke Natural, the Main Menu will be displayed.

 **To invoke the Main Menu from a NEXT or MORE prompt**

- In the command line, enter the system command MAINMENU.
The Natural Main Menu will be displayed.

```
15:00:52          ***** NATURAL *****          2002-12-18
User SAG          - Main Menu -          Library SYSTEM

                Function
          _ Development Functions
          _ Development Environment Settings
          _ Maintenance and Transfer Utilities
          _ Debugging and Monitoring Utilities
          _ Example Libraries
          _ Other Products
          _ Help
          _ Exit Natural Session

Logon accepted to library SYSTEM.
Command ==>
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
                Help                Exit                                Canc
```

From the Main Menu, you can select one of the following functions:

Function	Explanation
Development Functions	Invokes a menu from which you can select various functions used to create and maintain programs, maps, data areas and the other components that make up a Natural application.
Development Environment Settings	Invokes a menu from which you can select various functions which allow you to display and modify various settings that affect your Natural session.
Maintenance and Transfer Utilities	Invokes a menu from which you can select various functions used to create and maintain certain objects or transfer them to another environment.
Debugging and Monitoring Utilities	Invokes a menu from which you can select various functions used to monitor your Natural applications and locate errors in their processing flow.
Example Libraries	Invokes a menu from which you can select various libraries containing example programs and user exits.
Other Products	Invokes a menu from which you can invoke several other Software AG products.

The position and color of the message line and PF-key lines on the main menu and its subordinate menus can be changed with the user exit USR2003 (which is provided in the library SYSEXT).

Development Functions

When you select "Development Functions" on the Natural Main Menu, the Development Functions menu is displayed:

```

16:51:14          ***** NATURAL *****          2001-01-30
User SAG          - Development Functions -          Library SYSTEM
                                     Mode Structured
                                     Work area empty

          Code  Function

          C      Create Object
          E      Edit Object
          R      Rename Object
          D      Delete Object
          X      Execute Program
          L      List Object(s)
          S      List Subroutines Used
          ?      Help
          .      Exit

          Code .. _      Type .. _
                           Name .. _____

Command ==>
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help      Exit                                     Canc

```

The functions listed on this menu are some of the functions you will need most frequently when you develop an application with Natural.

To invoke a function from the Development Functions menu, use any of the three methods

1. Input Fields.

In the Code field, enter the code that corresponds to the function desired.

To perform a function on a programming object which already exists, enter the desired function code in the

Code field and the name of the programming object in the Name field.

Some functions require that, in addition to entering the corresponding function code in the Code field, enter an object type in the Type field. If you fail to do so, a window will automatically be displayed from which you can select an object type.

Once you are familiar with the object type codes displayed in the window, you can enter them directly in the Type field on the menu.

The various object types are described in the section Object Types of the Natural Programming Guide.

If you know the name of the object you wish to deal with, you can enter it in the Name field (without having to enter any Type).

If you invoke the function Edit Object or List Object(s) without specifying a name or object type, the current contents of the source work area will be displayed.

2. PF Keys

Press a PF key.

The PF-key lines at the bottom of the screen indicate which function is assigned to which key.

3. Command Line

Enter a Natural **system (???)** command in the command line as described earlier in the section **Invoking a Function with a Command (???)**.

In general, the format of the commands corresponds to the Code/Name sequence. For example, to edit an existing program named PROGX, you would enter "E" in the Code field and PROGX in the Name field. The equivalent system command to be entered in the command line would be EDIT PROGX.

For further information, see the Natural **System** Command Reference documentation.

The Development Functions menu provides the following functions:

Function	Explanation
Create Object	<p>With this function, you can create a new Natural programming object (program, map, data area, etc).</p> <p>You have to specify the type and the name of the object to be created. The appropriate editor will then be invoked: program editor, map editor, or data area editor.</p>
Edit Object	<p>With this function, you can modify the source code of an existing programming object.</p> <p>You have to specify the name of the object to be edited. The appropriate editor will then be invoked: program editor, map editor, or data area editor.</p> <p>If you do not remember the name, you can use the function "List Object(s)" (see below).</p>
Rename Object	<p>With this function, you can change the name of a programming object. This function is equivalent to the system command RENAME as described in the Natural System Command Reference documentation.</p>
Delete Object	<p>With this function, you can delete one or more programming objects. This function is equivalent to the system command DELETE as described in the Natural System Command Reference documentation.</p>
Execute Program	<p>With this function, you can execute a Natural object of type program. You have to specify the name of the program to be executed.</p> <p>Other object types cannot be executed by themselves, but must be invoked from another object.</p> <p>This function is equivalent to the system command EXECUTE as described in the Natural System Command Reference documentation.</p>
List Object(s)	<p>This function allows you to select from a list the programming object you wish to edit.</p> <p>This function is equivalent to the system command LIST as described in the Natural System Command Reference documentation.</p>
List Subroutines Used	<p>With this function, you can ascertain which programming objects in the current library use which external subroutines.</p> <p>This function is equivalent to the system command ROUTINES as described in the Natural Command Reference documentation.</p>

Changing the Library

In the top right-hand corner of the Development Functions menu is a Library field, which indicates the ID of your current library, that is, the current library where programming objects are stored and from which they are retrieved.

The library ID is in effect until you change it, or until the end of your Natural session. The default library ID assigned by Natural is "SYSTEM".

On the Development Functions menu, you can change libraries by overwriting the library ID displayed in the top right-hand corner with another library ID.

Generally, you can change libraries anywhere in Natural by entering the following system command in the command line:

```
LOGON library-ID
```

where *library-ID* is the ID of the library you want to access.

Programming Modes

Natural offers two ways of programming: reporting mode and structured mode. Generally, it is recommended to use structured mode exclusively, because it provides for more clearly structured applications. Therefore, all explanations and examples in the [documentation Natural for Mainframes - First Steps and Natural Editors](#) refer to structured mode. Any peculiarities of reporting mode will not be taken into consideration. (For differences between the two modes, refer to the section Reporting Mode and Structured Mode in the Natural Programming Guide.)

In the top right-hand corner of the Development Functions menu is a Mode field, which indicates the programming mode currently in effect: "Structured" or "Reporting".

To change the mode, you overwrite the first position of the Mode field with an "S" (for structured mode) or an "R" (for reporting mode).

Development Environment Settings

When you select Development Environment Settings on the Natural Main Menu, the corresponding menu is displayed.

To invoke a function from the Development Environment Settings menu

- In the input field next to the function desired, position the cursor and press ENTER.
Or, in the input field next to the function desired, enter any character and press ENTER.
Or, from the Command column, choose the system command next to the utility desired and enter the system command in the command line.

Below is a brief description of the functions provided on the Development Environment Settings menu. For further details, refer to the description of the corresponding system command in the Natural System Command Reference documentation.

Function	Description
Function-Key Settings	With this function, you can assign functions to PF keys to be used in your Natural session. Corresponding system command: KEY
Compilation Settings	With this function, you can set various options that affect the way in which Natural programming objects are compiled. Corresponding system command: COMPOPT
Session Parameter Settings	With this function, you can change the settings of various Natural session parameters. Session parameters are described in the Natural Parameter Reference documentation. Corresponding system command: GLOBALS.
Profile Parameter Settings	With this function, you can change the settings of various Natural profile parameters. Profile parameters are described in the Natural Parameter Reference documentation and in Profile Parameter Usage in the Natural Operations for Mainframes documentation. Corresponding system command: SYSPARM. The system command SYSPARM invokes a utility of the same name which is described in the SYSPARM utility documentation.???
Technical Session Information	This function displays various items of technical information on your Natural session. Corresponding system command: TECH.
System File Information	This function displays the current definitions of the Natural system files. Corresponding system command: SYSPROF.
Product Installation Information	This function displays a list of the products installed at your site and some information on these products. Corresponding system command: SYSPROD.
Security Profile Information	This function displays the security profile currently in effect for you. (This function is only available if Natural Security is installed.) Corresponding system command: PROFILE.

Maintenance and Transfer Utilities

When you select "Maintenance and Transfer Utilities" on the Natural Main Menu, the corresponding menu is displayed.



To invoke a utility from the Maintenance and Transfer Utilities menu

- In the input field next to the utility desired, position the cursor and press ENTER.
Or, in the input field next to the utility desired, enter any character and press ENTER.
Or, from the command column, choose the system command next to the utility desired and enter the system command in the command line.

Below is a brief description of the functions provided by the utilities listed on the Maintenance and Transfer Utilities menu. For further details, see the [Natural Utilities documentation](#) and the [Natural System Command Reference documentation](#).

Function	Description
Maintain Error Messages	With this utility, you create and maintain the messages you wish to issue in your Natural applications. Corresponding system command: SYSERR.
Maintain DDMs	With this utility, you create and maintain the data definition modules (DDMs), that is, the logical definitions of the database files you wish to access in your Natural applications. For a detailed explanation of DDMs, see the section Database Access in the Natural Programming Guide. Corresponding system command: SYSDDM.
Maintain Command Processors	With this utility, you create and maintain the command processors you wish to use in your Natural applications. Corresponding system command: SYSNCP.
Maintain Remote Procedure Calls	With this utility, you create and maintain remote procedure calls, that is, provide the settings necessary to execute a Natural subprogram located on a remote server. Corresponding system command: SYSRPC.
Transfer Objects to Other Libraries	With this utility, you can transfer Natural programming objects, error messages, DDMs and several other objects from one library to another. Corresponding system command: SYSMAIN.
Transfer Objects to Other System Files	With this utility, you can transfer Natural programming objects, DDMs and error messages from one system file to another. Corresponding system command: SYSUNLD (*).
Transfer Objects to Other Platforms	With this utility, you can transfer Natural programming objects, DDMs, error messages and Adabas FDTs from one hardware platform to another. Corresponding system command: SYSTRANS.
Transfer Objects to Other Systems	With this utility, you can process Natural and non-Natural objects for distribution in Natural environments. Corresponding system command: SYSOBJH.

Debugging and Monitoring Utilities

When you select "Debugging and Monitoring Utilities" on the Natural Main Menu, the corresponding menu is displayed.



To invoke a utility from the Debugging and Monitoring Utilities menu

- In the input field next to the utility desired, position the cursor and press ENTER.
Or, in the input field next to the utility desired, enter any character and press ENTER.
Or, from the command column, choose the system command next to the utility desired and enter the system command in the command line.

Below is a brief description of the functions provided by the utilities listed on the Debugging and Monitoring Utilities menu. For further details, see the Natural Utilities documentation and the Natural System Command Reference documentation.

Function	Description
Debugging	With this utility, you can search for errors in the processing flow of programs. Corresponding system command: TEST.
Logging of Database Calls	With this utility, you can log database commands. Corresponding system command: TEST DBLOG.
Issuing Adabas Calls	With this utility, you can pass Adabas commands directly to the database. Corresponding system command: SYSADA.
Buffer Pool Maintenance	With this utility, you can monitor the Natural buffer pool and adjust it to meet your requirements. Corresponding system command: SYSBPM.
Editor Buffer Pool Maintenance	With this utility, you can monitor the buffer pool of the Software AG Editor and adjust it to meet your requirements. Corresponding system command: SYSEDT.
TP-Specific Monitoring	With this utility, you can monitor and control various TP-monitor-specific characteristics of Natural. Corresponding system command: SYSTP.
Data Collection and Tracing	With this utility, you can collect monitoring and accounting data about the processing flow of a Natural application. Corresponding system command: SYSRDC.
Error Information on Abnormal Termination	This function provides information for Software AG Technical Support required for error diagnosis. Corresponding system command: DUMP.

For a description of the utilities, see the Natural Utilities documentation. For a description of the system commands, see the Natural System Command Reference documentation.

Example Libraries

When you select "Example Libraries" from the Natural Main Menu, a list of libraries is displayed containing example programs and **user exits (user interfaces???)** provided by Software AG for demonstration purpose:

Library	Contents
SYSEXP	This library contains the example programs shown and referred to in the Natural Programming Guide.
SYSEXR	This library contains the example programs shown and referred to in the Natural Statements documentation, the Natural Programming Guide and the Natural Parameter Reference documentation.
SYSEXV	This library contains example programs which illustrate Natural features.
SYSEXT	This library contains various Natural user exits (user interfaces???) ; see also the system command SYSEXT as described in the Natural Command Reference documentation.
SYSEXT	This library contains various Natural user exits for specific functions that apply only under certain TP monitors.

Ask your Natural administrator about the availability of these libraries at your site.???

To display the contents of a library, you mark the corresponding input field - either with the cursor or with a character.

Other Products

When you select "Other Products" from the Natural Main Menu, a list will be displayed showing the Software AG products installed at your site which can be invoked via Natural and to which you have access.

To invoke a product, you mark the corresponding input field - either with the cursor or with a character.